

FFFFFFFFFFF	111	111	AAAAAAA
FFFFFFFFFFF	111	111	AAAAAAA
FFFFFFFFFFF	111	111	AAAAAAA
FFF	111111	111111	AAA
FFF	111111	111111	AAA
FFF	111111	111111	AAA
FFF	111	111	AAA
FFF	111	111	AAA
FFF	111	111	AAA
FFF	111	111	AAA
FFFFFFFFFFF	111	111	AAA
FFFFFFFFFFF	111	111	AAA
FFFFFFFFFFF	111	111	AAA
FFF	111	111	AAAAAA
FFF	111	111	AAAAAA
FFF	111	111	AAAAAA
FFF	111	111	AAA
FFF	111	111	AAA
FFF	11111111	11111111	AAA
FFF	11111111	11111111	AAA
FFF	11111111	11111111	AAA

FILEID**EXTIDX

D 10

This image shows a portion of the level layout from Super Mario Bros. The map is composed of a grid of tiles, each representing a specific element of the game world:

- Enemies:** Represented by the letters E, X, D, and S. E's are found in the top-left, middle-left, and bottom-left areas. X's form a diagonal path across the center. D's are scattered in the top-right and middle-right areas. S's are located in the bottom-right area.
- Power-Ups:** Represented by the letter P. There are two P's in the bottom-left corner.
- Items:** Represented by the letter I. A vertical column of I's is positioned in the center-right area.
- Level Structure:** The layout features several vertical columns of tiles. On the far left, there are vertical columns of L's and 7's. In the center, there are vertical columns of T's and S's. On the right, there are vertical columns of D's and S's.

FIN
VO4

```
1 0001 0 MODULE EXTIDX (
2 0002 0   LANGUAGE (BLISS32),
3 0003 0   IDENT = 'V04-000'
4 0004 0   )
5 0005 1 BEGIN
6 0006 1
7 0007 1 ****
8 0008 1 ****
9 0009 1 ****
10 0010 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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26 0026 1 * SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.
27 0027 1 *
28 0028 1 *
29 0029 1 ****
30 0030 1 ****
31 0031 1 ++
32 0032 1
33 0033 1 FACILITY: F11ACP Structure Level 1
34 0034 1
35 0035 1 ABSTRACT:
36 0036 1
37 0037 1 This routine extends the volume's index file.
38 0038 1
39 0039 1 ENVIRONMENT:
40 0040 1
41 0041 1 STARLET operating system, including privileged system services
42 0042 1 and internal exec routines.
43 0043 1
44 0044 1 --
45 0045 1
46 0046 1
47 0047 1 AUTHOR: Andrew C. Goldstein, CREATION DATE: 14-Apr-1977 10:44
48 0048 1
49 0049 1 MODIFIED BY:
50 0050 1
51 0051 1 A0101 ACG0121 Andrew C. Goldstein, 16-Jan-1980 23:00
52 0052 1 Make context save and restore into subroutines
53 0053 1
54 0054 1 A0100 ACG00001 Andrew C. Goldstein, 10-Oct-1978 20:02
55 0055 1 Previous revision history moved to F11A.REV
56 0056 1 **
57 0057 1 **
```

EXTIDX
V04-000

F 10
16-Sep-1984 01:04:16 VAX-11 Bliss-32 v4.0-742
14-Sep-1984 12:29:34 DISK\$VMSMASTER:[F11A.SRC]EXTIDX.B32;1 Page 2
FIN
V04

: 58 0058 1
: 59 0059 1 LIBRARY 'SYSSLIBRARY:LIB.L32';
: 60 0060 1 REQUIRE 'SRC\$:FCPDEF.B32';

```
: 62    0375 1 GLOBAL ROUTINE EXTEND_INDEX (FILE_NUMBER) : NOVALUE =
: 63    0376 1
: 64    0377 1 !++
: 65    0378 1
: 66    0379 1 FUNCTIONAL DESCRIPTION:
: 67    0380 1
: 68    0381 1 This routine extends the volume's index file.
: 69    0382 1
: 70    0383 1 CALLING SEQUENCE:
: 71    0384 1     EXTEND_INDEX (ARG1)
: 72    0385 1
: 73    0386 1 INPUT PARAMETERS:
: 74    0387 1     ARG1: next file number to be created
: 75    0388 1
: 76    0389 1 IMPLICIT INPUTS:
: 77    0390 1     CURRENT_VCB: address of volume VCB
: 78    0391 1
: 79    0392 1 OUTPUT PARAMETERS:
: 80    0393 1     NONE
: 81    0394 1
: 82    0395 1 IMPLICIT OUTPUTS:
: 83    0396 1     NONE
: 84    0397 1
: 85    0398 1 ROUTINE VALUE:
: 86    0399 1     NONE
: 87    0400 1
: 88    0401 1 SIDE EFFECTS:
: 89    0402 1     index file extended, index file window and index file FCB modified
: 90    0403 1
: 91    0404 1 !--
: 92    0405 1
: 93    0406 2 BEGIN
: 94    0407 2
: 95    0408 2 LOCAL
: 96    0409 2     FIB          : REF BBLOCK,      | address of FIB for extend operation
: 97    0410 2     HEADER       : REF BBLOCK,      | address of index file header
: 98    0411 2     FCB          : REF BBLOCK,      | address of index file FCB
: 99    0412 2     WINDOW        : REF BBLOCK,      | address of index file window
: 100   0413 2     FREE_POINTERS,  : REF BBLOCK,      | number of free retrieval pointers
: 101   0414 2     FILES_TO_GO,   : REF BBLOCK,      | in index file window
: 102   0415 2
: 103   0416 2     BLOCKS_NEEDED: : REF BBLOCK,      | number of files likely to be created
: 104   0417 2
: 105   0418 2
: 106   0419 2 EXTERNAL
: 107   0420 2     CLEANUP_FLAGS : BITVECTOR,    | cleanup action flags
: 108   0421 2     USER_STATUS   : VECTOR,       | I/O status block of user
: 109   0422 2     CURRENT_VCB  : REF BBLOCK,    | VCB of volume in process
: 110   0423 2     PRIMARY_FCB  : REF BBLOCK,    | address of FCB in process
: 111   0424 2     CURRENT_WINDOW: REF BBLOCK,    | address of window in process
: 112   0425 2     SECOND_FIB   : BBLOCK;       | FIB for secondary operation
: 113   0426 2
: 114   0427 2 EXTERNAL ROUTINE
: 115   0428 2     SAVE_CONTEXT, : REF BBLOCK,    | save reentrant context area
: 116   0429 2     RESTORE_CONTEXT, : REF BBLOCK,    | restore reentrant context area
: 117   0430 2     READ_HEADER,  : REF BBLOCK,    | read file header
: 118   0431 2     TURN_WINDOW, : REF BBLOCK,    | update file window
```

```
119      0432 2 EXTEND,  
120      0433 2 CHECKSUM,  
121      0434 2 WRITE_HEADER,  
122      0435 2 INIT_FCB;  
123  
124      0437 2 ! Extending the index file is a secondary operation, so we must save away the  
125      0438 2 primary context, and then set up the appropriate context for this operation.  
126  
127      0440 2 !  
128      0441 2 SAVE_CONTEXT ();  
129      0442 2 FIB = SECOND_FIB;  
130      0443 2 FIB[FIB$W_FID_NUM] = 1;  
131      0444 2 FIB[FIB$W_FID_SEQ] = 1;  
132  
133      0446 2 PRIMARY_FCB = FCB = .CURRENT_VCB[VCB$L_FCBFL];  
134      0447 2 CURRENT_WINDOW = WINDOW = .FCB[FCB$L_W[FL];  
135  
136      0449 2 ! Now read the index file header and turn the index file window to VBN 3.  
137      0450 2 ! Then compute the number of free retrieval pointers in the index file window,  
138      0451 2 ! discounting pointers (if any) that only map the boot and home block.  
139  
140      0453 2 !  
141      0454 2 HEADER = READ_HEADER (0, .FCB);  
142      0455 2 KERNEL_CALL (TURN_WINDOW, .WINDOW, .HEADER, 3, 1);  
143  
144      0457 2 FREE_POINTERS = .WINDOW[WCB$W_SIZE]-WCB$C_LENGTH)/6 - .WINDOW[WCB$W_NMAP];  
145      0458 2 IF .WINDOW[WCB$L_STVBN] + .WINDOW[WCB$W_P1_COUNT] LEQU 3  
146      0459 2 THEN  
147      0460 2 BEGIN  
148      0461 2     FREE_POINTERS = .FREE_POINTERS + 1;  
149      0462 2     IF .WINDOW[WCB$L_STVBN] + .WINDOW[WCB$W_P1_COUNT] + .WINDOW[WCB$W_P2_COUNT] LEQU 3  
150      0463 2     THEN FREE_POINTERS = .FREE_POINTERS + 1;  
151      0464 2 END;  
152      0465 2 IF .FREE_POINTERS LEQ 0 THEN FREE_POINTERS = 1;  
153  
154      0466 2 ! Compute the number of files likely to still be created on the volume. This  
155      0467 2 is the minimum of the number permitted minus the current number and a  
156      0468 2 fraction of the number of free blocks on the volume. The amount to extend  
157      0469 2 the index file by is this quantity divided by the number of available  
158      0470 2 retrieval pointers in the index file window.  
159  
160      0473 2 !  
161      0474 2 FILES_TO_GO = MINU (.CURRENT_VCB[VCB$L_MAXFILES] - .FILE_NUMBER + 1,  
162      0475 2             .CURRENT_VCB[VCB$L_FREE] / .CURRENT_VCB[VCB$W_CLUSTER] / 4);  
163  
164      0477 2 BLOCKS_NEEDED = MINU (.FILES_TO_GO / .FREE_POINTERS, 1000);  
165  
166      0479 2 ! Build the extend control in the FIB and call the EXTEND routine.  
167  
168      0481 2 !  
169  
170      0483 2 FIB[FIB$L_EXSZ] = .BLOCKS_NEEDED;  
171      0484 2 FIB[FIB$V_ALCON] = 1;  
172      0485 2 FIB[FIB$V_ALCONB] = 1;  
173      0486 2 FIB[FIB$V_ALDEF] = 1;  
174      0487 2 FIB[FIB$V_NOHDREXT] = 1;  
175  
176      0488 2
```

```

176 0489 2 EXTEND (.FIB, .HEADER);
177 0490 2
178 0491 2 ! Now write the header, update the FCB, and restore the primary context.
179 0492 2
180 0493 2
181 0494 2 CHECKSUM (.HEADER);
182 0495 2 WRITE_HEADER ();
183 0496 2 KERNEC_CALL (INIT_FCB, .FCB, .HEADER);
184 0497 2
185 0498 2 RESTORE_CONTEXT ();
186 0499 2 USER_STATUS[1] = 0;
187 0500 2
188 0501 1 END;

```

! end of routine EXTEND_INDEX

		.TITLE EXTIDX	
		.IDENT \V04-000\	
		.EXTRN CLEANUP_FLAGS, USER_STATUS	
		.EXTRN CURRENT_VCB, PRIMARY_FCB	
		.EXTRN CURRENT_WINDOW, SECOND_FIB	
		.EXTRN SAVE_CONTEXT, RESTORE_CONTEXT	
		.EXTRN READ_HEADER, TURN_WINDOW	
		.EXTRN EXTEND, CHECKSUM	
		.EXTRN WRITE_HEADER, INIT_FCB	
		.EXTRN SYSSCMKRNL	
		.PSECT SCODES,NOWRT,2	
		.ENTRY EXTEND INDEX, Save R2,R3,R4,R5,R6,R7	0375
		MOVAB @SYSSCMKRNL, R7	0442
		CALLS #0, SAVE_CONTEXT	0443
		MOVAB SECOND_FIB, FIB	0444
		MOVL #65537, 4(FIB)	0447
		MOVL @CURRENT_VCB, FCB	0448
		FCB, PRIMARY_FCB	0455
		MOVL 16(FCB), WINDOW	0456
		WINDOW, CURRENT_WINDOW	0458
		PUSHL FCB	
		CLRL -(SP)	
		CALLS #2, READ_HEADER	
		MOVL R0, HEADER	
		PUSHL #1	
		PUSHL #3	
		PUSHR #^M<R2,R6>	
		PUSHL #4	
		PUSHL SP	
		PUSHAB TURN_WINDOW	
		CALLS #7, SYSSCMKRNL	
		MOVZWL 8(WINDOW), R0	
		SUBL2 #48, R0	
		DIVL2 #6, R0	
		MOVZWL 22(WINDOW), FREE_POINTERS	
		SUBL3 FREE_POINTERS, R0, FREE_POINTERS	
		MOVZWL 48(WINDOW), R0	
		ADDL2 44(WINDOW), R0	
		CMPL R0, #3	

				10	1A 0006A	BGTRU	1\$		
				54	D6 0006C	INCL	FREE POINTERS		0462
			52	A2 3C 0006E	MOVZWL	54(WINDOW), R2			0463
			52	50 C0 00072	ADDL2	R0, R2			
			03	52 D1 00075	CMPL	R2, #3			
			52	02 1A 00078	BGTRU	1\$			
			54	54 D6 0007A	INCL	FREE POINTERS		0464	
			54	54 D5 0007C	1\$: TSTL	FREE_POINTERS		0466	
			03	03 14 0007E	BGTR	2\$			
			54	01 D0 00080	MOVL	#1, FREE POINTERS			
			50	CF D0 00083	MOVL	CURRENT VCB, R0		0475	
51	44	A0	0000G	AC C3 00088	SUBL3	FILE_NUMBER, 68(R0), R1			
			04	51 D6 0008E	INCL	R1			
			52	A0 3C 00090	MOVZWL	60(R0), R2		0476	
50	40	A0	3C	52 C7 00094	DIVL3	R2, 64(R0), R0			
			50	04 C6 00099	DIVL2	#4, R0			
			50	51 D1 0009C	CMPL	R1, R0			
			51	03 1B 0009F	BLEQU	3\$			
			50	50 D0 000A1	MOVL	R0, R1			
			50	51 D0 000A4	3\$: MOVL	R1, FILES TO GO		0475	
			000003E8	54 C6 000A7	DIVL2	FREE_POINTERS, R0		0478	
			8F	50 D1 000AA	CMPL	R0, #1000			
			50	05 1B 000B1	BLEQU	4\$			
			50	8F 3C 000B3	MOVZWL	#1000, R0			
	18	A3	03E8	50 D0 000B8	4\$: MOVL	BLOCKS NEEDED, 24(FIB)		0483	
	16	A3	020B	8F A8 000BC	BISW2	#523, 22(FIB)		0487	
			0048	8F BB 000C2	PUSHR	#^M<R3,R6>		0489	
		0000G	CF	02 FB 000C6	CALLS	#2, EXTEND			
				56 DD 000CB	PUSHL	HEADER		0494	
		0000G	CF	01 FB 000CD	CALLS	#1, CHECKSUM			
		0000G	CF	00 FB 000D2	CALLS	#0, WRITE HEADER		0495	
			7E	55 7D 000D7	MOVQ	FCB, -(SPT)		0496	
				02 DD 000DA	PUSHL	#2			
				5E DD 000DC	PUSHL	SP			
				0000G CF 9F 000DE	PUSHAB	INIT FCB			
				05 FB 000E2	CALLS	#5, SYSSCMKRL		0498	
				00 FB 000E5	CALLS	#0, RESTORE CONTEXT		0499	
				0000G CF D4 000EA	CLRL	USER_STATUS#4			
				04 000EE	RET			0501	

: Routine Size: 239 bytes, Routine Base: \$CODE\$ + 0000

```
: 189      0502 1
: 190      0503 1 END
: 191      0504 0 ELUDOM
```

PSECT SUMMARY

Name	Bytes	Attributes
\$CODE\$	239	NOVEC,NOWRT, RD , EXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(2)

EXTIDX
V04-000

K 10
16-Sep-1984 01:04:16 VAX-11 Bliss-32 V4.0-742
14-Sep-1984 12:29:34 DISK\$VMSMASTER:[F11A.SRC]EXTIDX.B32;1 Page 7
(2)

FIN
V04

Library Statistics

File	Total	Symbols Loaded	Percent	Pages Mapped	Processing Time
\$_\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	19	0	1000	00:01.8

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LISS:EXTIDX/OBJ=OBJ\$:EXTIDX MSRC\$:EXTIDX/UPDATE=(ENH\$:EXTIDX)

Size: 239 code + 0 data bytes
Run Time: 00:08.1
Elapsed Time: 00:22.6
Lines/CPU Min: 3742
Lexemes/CPU-Min: 14443
Memory Used: 113 pages
Compilation Complete

SRELLMC

0165 AH-BT13A-SE
VAX/VMS V4.0

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